

An old ARMS 2 story mode draft I wrote when I was 12. It's existence haunts me to this day.

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An old ARMS 2 story mode draft I wrote when I was 12. It's existence haunts me to this day.

by [AxolKat42](#)

Summary

This thing was made when I was 12 in September of 2020 and it was still in one of my old notebooks. At least it was until July of 2021, when I ripped out the pages that were written, typed this all out (with it's grammar and spelling errors intact) and posted it to my Wattpad. I decided to repost it here on Ao3 for archival reasons.

Please keep in mind that around the time I started writing this, I had only recently started developing brain cells so the grammar and logic might be terrible. I even add a lot of notes where I explain certain things while also criticizing young me's god awful writing. The story is also left on a cliffhanger ending as I wont be returning to this thing as long as ARMS: The Sky Arena Incident is still a thing. But who knows, I've been thinking about a potential sequel to ARMS: TSAI whenever I finish rewrite, maybe I'll reuse a couple things from this.

Notes

See the end of the work for [notes](#)

INTRODUCTION/CHAPTER 1 PART 1

You first see some bits of, what appear's to be a rerun of the first grand prix of generation 3.

In the background you can hear the main menu theme from the first game fade in as the footage fades to static.

Once the static fades you get this piece of dialogue.

"We might be in an apocalypse, but this isn't the end, the fate of Armsopolis is in your hands Springtron" **(I tried shitty copying the intro of Splatoon 2: Octo Expansion for this intro)**

For the entirety of part 1 you control two characters for 10 levels.

A half: You play as Springtron. A cutscene plays where Springtron has escaped a run in with a level 10 Hedlok. He ended up running into a herd of r.n.a. blobs, thus leading to a tutorial. The tutorial ends when all r.n.a. blobs are defeated. Springtron has a non stealth approach towards opponents, so be careful. The first boss you encounter is the same level 10 Hedlok from before.

B half: You play as Tracey doodles. A cutscene plays where she just got out of her school, and has to get to her apartment. The first B half requires you to do a tutorial on stealth approaches to deal with opponents. The boss for the B half is a big r.n.a. monster.

(12 year old me's idea for game play would've involved 3 main way to play levels. The third mechanic would've been speed where you have to clear a stage in a certain amount of time. Actually, the more I think about, the more I realize that my idea of an ARMS 2 story mode would've copied a lot from Octo Expansion.)

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CHAPTER 1 PART 2

A cutscene plays where the screen is split. You see both Tracey and Springtron walking then run into each other in an alleyway. This is an excerpt of what happened **(Yes an excerpt, I didn't know what the right word was back then):**

Tracey: Alright Tracey keep it together. You just had a run in with some kind of monster.

Springtron: Well Tron you just got caught up in an apocalypse-

Both at the same time: BUT AT LEAST YOUR STILL ALIVE!

Both: *realizes that they both aren't on their own*

Tracey: ...

Springtron: ...

Tracey: *screaming* AAAAAHHHHH!!!!

Springtron: *screaming in binary* AAAAAHHHHH!!!! (**Springtron screaming in binary would've just been normal screaming but with the AOL Dial Up sound affect overlaid back before I knew what AOL was. I honestly might still use that for a joke in ARMS: TSAI's rewrite lol.**)

Tracey: *still screaming while grabbing a baseball bat close to breaking on the floor* AAAAAHHHHH!!!!

Springtron: AAAAAHH- *falls unconscious from Tracey hitting him in the head with a bat*

Tracey: *realizing what she did and who it was* Oh no this isn't good... Oh well. *putting the bot in an empty trash bag*

(Jesus, 12 year old me didn't even try to explain how a robot could be knocked unconscious. Also holy fuck the dialog in this is so bad.)

level 11: Playing as Tracey, you have to sneak to the apartment complex she lives at.

Once you made it out of the level a cutscene plays. Tracey is seen emptying the trash bag that Springtron is in. once he got out of the bag, Tracey poorly duck taped Springtron to a chair.

level 12: A cutscene plays where Springtron wakes up and gets out of the chair. Despite being duck taped to it Tracey didn't do a good job (**You don't say**). Your goal in the level is to find a photo of Tracey, this is to find out who owns the apartment. Once you find a photo a cutscene plays. Here is an excerpt:

Springtron: *holding a photo of Tracey* So this is the person who owns the house-

Tracey: *arriving from a stair case* Oh, your finally awake!

Springtron: Oh, its just you... who are you?

Tracey: I'm Tracey doodles, and I believe your name is Springtron right?

Springtron: How do you know my name-

The guardian: SPRINGTRON?!

Springtron: WHAT IN THE EVER LOVING NAME OF BIFF IS THAT?!

Tracey: (To the guardian) Don't worry its not the same guy.

Springtron: Who are you talking about?

Tracey: We have been having run-in's with a robot that kind of looks like you. However, he has 4 ARMS and spikes on them.

Springtron: How have you survived on your own?

Tracey: I'm able to manage...

Tracey: (Realizing what this means/that she has recruit) I got an idea, want to partner up and save this city.

Springtron: ...sure why not.

(Yeah, I had no sense of logic when I was 12. Thank christ I started developing brain cells by the time I turned 13.)

levels 13-20: While playing as either Tracey or Springtron, you gather supplies and help some of the civilians of the east part of the east part of Armsopolis. In order to help civilians you gotta do 1 of 2 things. The first one is giving them supplies you get by either destroying a certent amount of enemy's (Low level hedloks and r.n.a. blobs), the second one is to rescue people that are friends/family to the civilian you agreed to help. When you complete a task, a civilian would give you either supplies or a mini communicator part. When you receive the first of 5 mini communicator parts Springtron will explain that the mini communicator is used to both listen to audio tapes, and communicate with other ARMS fighters. The boss for this part is the level 10 hedlok and the r.n.a. monster combined.

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CHAPTER 1 PART 3 (The cliffhanger ending that I will never continue)

A cutscene plays to start off level 21 at Tracey's apartment here is an excerpt :

The mini communicator: *getting a signal*

Tracey: What the heck is that?

Springtron: I recognize that sound, so if i'm right that could be only one thing... The communicator!

Familiar voice: Is this thing on?

Tracey: Wait a sec...

Tracey: IS THAT MECHANICA?!

Mechanica: Yep its me, now in gonna cut to the chase. I'm currently somewhere in armsopolis east and I may have a lead on where one of the other's are- *crash*

Mechanica: Wait who was-

???: *lands down* A, fellas I found one of 'em!

Mechanica: NO WAIT WAIT WAIT!-

The mini communicator: *signal lost*

Tracey: ...Hold on... I recognize that voice.

Tracey: That's the guy who would attack me and the guardian. We gotta track them down.

FIN (**god why did I write this**)

End Notes

I don't remember what else I had planned, but I do remember that the team would've eventually found Mechanica and Spring Man would be controlled by Hedlok at one point. There would've been 5 chapters relating to 5 parts of Armsopolis, which were North, South, East, West, and fucking Center. Also, the 4 armed Springtron that Tracey mentions would've been a shitty copy of the Springtron from Bonka's Mutant Spring Man AU, but with dark green instead of red and spikes because ARMS Labs and Dr.Coyel. There might've even been a bit of Springtron x Kid Cobra while I was at it.

And somehow, those weren't even the worst ideas I had, because 11 year old me's ideas were a lot more fucked up than I would like to admit. I refuse to go into detail of what I planned on writing back then, but Let's just say that I'm very glad that I'm no longer a proshipper. God, 8-11 year old me should've never been exposed to the early Undertale fandom and Paper Jam's Daycare.

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